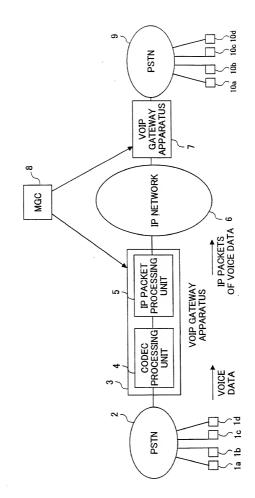
FIG.1 PRIOR ART



**FIG.2** 

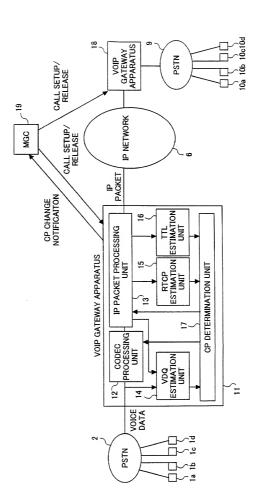


FIG.3

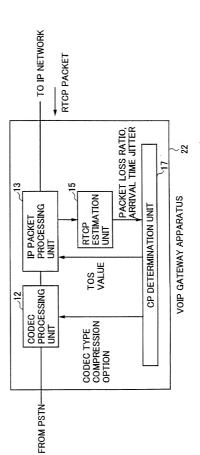
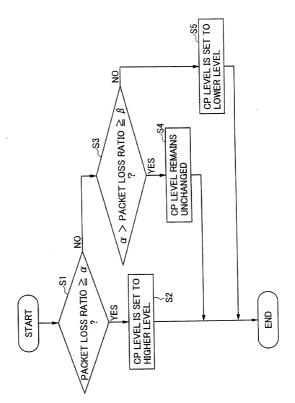
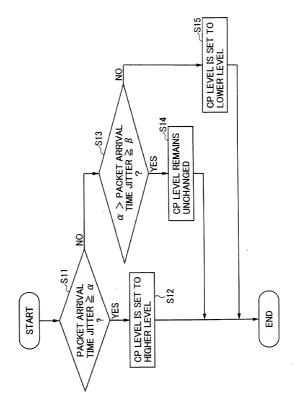


FIG.4



	SET TO HIGHER EVEL	
PACKET LOSS	SET TO TRAILER EVEL	ABOVE α%
RATIO α%	UNCHANGED	BELOW α%
PACKET LOSS RATIO β%	UNCHANGED	ABOVE β%
	SET TO LOWER LEVEL,	BELOW β %





	SET TO HIGHER EVEL		
ARRIVAL TIME		ABOVE	α%
JITTER α%	UNCHANGED	BELOW	α%
ARRIVAL TIME JITTER β%	UNCHANGED	ABOVE β	β%
	SET TO LOWER LEVEL,	BELOW	β%

## FIG.8A

LEVEL	PACKET DISCARDING PRIORITY LEVEL	MEANING
1	PD PRIORITY LEVEL 1	PRIORITY LOW
2	PD PRIORITY LEVEL 2	(DISCARD LATER)
3	PD PRIORITY LEVEL 3	
4	PD PRIORITY LEVEL 4	PRIORITY HIGH
5	PD PRIORITY LEVEL 5	(DISCARD FIRST)

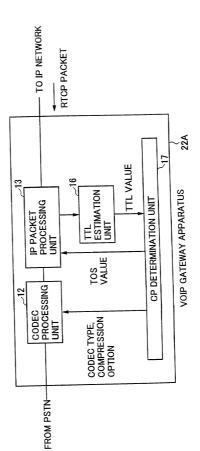
## FIG.8B

LEVEL	PACKET TRANSMISSION PRIORITY LEVEL	MEANING
1	PT PRIORITY LEVEL 1	PRIORITY LOW
2	PD PRIORITY LEVEL 2	(TRANSMIT LATER)
3	PD PRIORITY LEVEL 3	
4	PD PRIORITY LEVEL 4	PRIORITY HIGH
5	PD PRIORITY LEVEL 5	(TRANSMIT FIRST)

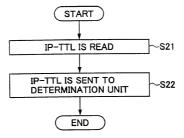
## FIG.8C

LEVEL	CODEC TYPE
1	G. 723. 1 ( 5.3kbps )
2	G. 723. 1 ( 6.3kbps )
3	G. 729a(8kbps)
4	G. 726 ( 32kbps )
5	G. 711 (64kbps)

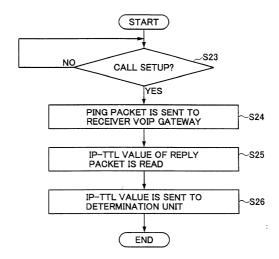
FIG.9



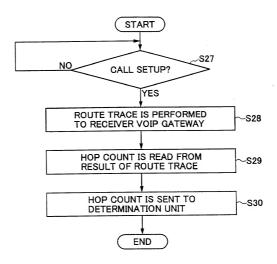
**FIG.10** 



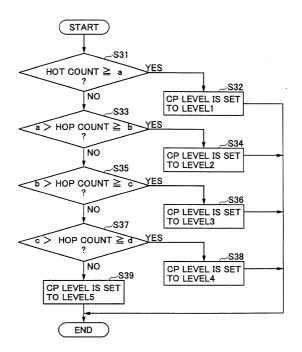
**FIG.11** 



**FIG.12** 



**FIG.13** 



	LEVEL1	
		ABOVE "a"
HOP COUNT = "a" -		BELOW "a"
	LEVEL2	ABOVE "b"
HOP COUNT = "b" -	15)(5) 0	BELOW "b"
	LEVEL3	ABOVE "c"
HOP COUNT = "c" -	. = . (= 1.4	BELOW "c"
	LEVEL4	ABOVE "d"
HOP COUNT = "d" -		BELOW "d"
	LEVEL5	·

FIG.15

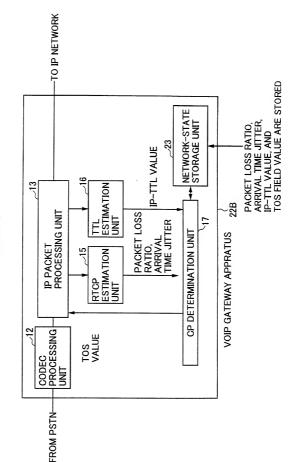
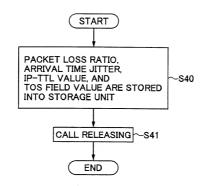


FIG.16

	TOS FIELD VALUE	IP-TTL VALUE	ARRIVAL TIME JITTER	PACKET LOSS RATIO
DESTINATION 1	d	С	b	а
DESTINATION 2			1	
DESTINATION 3				
DESTINATION 4				
DESTINATION 5				
DESTINATION 6				
DESTINATION 7				



**FIG.18** 

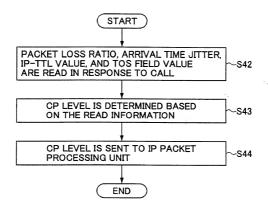
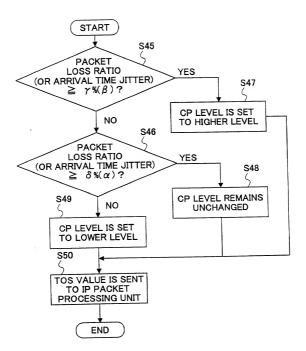


FIG.19



PACKET LOSS RATIO γ% ARRIVAL TIME JITTER β	SET TO HIGHHER LEVEL	ABOVE	γ%(β)
ARRIVAL TIME JITTER $\beta$	LINGUANCED	BALOW	γ%(β)
PACKET LOSS RATIO $\delta\%$ ARRIVAL TIME JITTER $\alpha$	UNCHANGED	ABOVE	δ%(α)
	SET TO LOWER LEVEL	BELOW	δ%(α)

FIG.21

